

This Game Takes Place Entirely In A Mega Mart Parking Lot!

This is the simple text version of the game. If you want a more visually interesting version, please see the game book PDF.

Mega Mart: Where Value Comes Home

On the surface, parking lots are mundane. However, at night they turn into magical liminal spaces. Places where everyone finds themselves, no matter what their story is.

And this weird confluence means that all sorts of strange events can play out in their concrete confines.

From common tales of human relationships, to stories of the weird and supernatural. Anything can occur in a parking lot!

Running The Game

The game takes place within a supermarket parking lot.

Players may not leave the lot or enter the store.

They only have what is in the parking lot, but what is in the lot could be weird or unusual.

This is a game of managed chaos.

Making A Character

Every character needs the following:

- *A Name*
- *2 Skills:* Things you are good at. (Poetry, Punching, Podcasting)
- *2 Objects:* Items you are carrying. (Bags, Skateboard, Pocketknife)
- *Some Money:* Either in cash or in a digital form
- *A Reason You're In The Parking Lot!* (Buying milk, Car broke down, You had a vision)

Setting Up A Scenario

When you're setting up a scenario, you need to consider two things.

- *The Goal* - What do the players want to do? Defeat evil? Hang out? Steal something?
- *The Antagonist*- What is stopping them from doing this task? Remember, an antagonist doesn't need to be a sentient being. A wall can be the antagonist if it is the way of an important door. The antagonist doesn't even need to want to stop the players from getting to their goal. The antagonist's actions could do this as a side-effect.

Coupon

At the start of the game, place a number of Coupons equal to the number of players plus one in the center of the table.

Using a Coupon allows you to instantly succeed on your next roll.

You may only use 1 Coupon per turn.

When you use a Coupon, return it to the center of the table.

Getting New Coupons

Coupons are limited.

If you perform an action that says to collect a Coupon, but there are none left.

Proceed without taking one.

Taking An Action

When it is a player's turn, they may attempt to do something using one of the following action types:

"I'm Going To" -

Roll a D10 and add 1 for each relevant skill or item you have. If you roll 7 or above, your action is successful. You may describe how your success plays out.

If you roll 6 or under, your action fails, and the GM describes how it plays out.

"I'm Going To Have A Shot At" -

Roll a D10 with no modifiers. If you get over 7, your action is successful. You may describe how your success plays out, and you may add the thing you did to your character sheet as a skill.

If you roll 6 or under, your action fails, and the GM describes how it plays out.

"I'm Going To Fail At" -

You automatically fail this action in the way you describe.

Take a Coupon from the center of the table.

"What The **** Is This Doing Here?" -

[May Only Be Used Once Per Scene]

You may request any item and instantly find it within the parking lot. When you use this ability, nominate another player, this player must then explain how this item ended up in the parking lot.

Discount A Skill

Sometimes you realize you don't need a skill. Maybe it isn't appropriate for your current situation, or you don't enjoy using it.

At the end of your turn, you may opt to Discount A Skill. When you do, remove one skill of your choice from your sheet.

You may then take a Coupon from the center of the table. You can choose to either keep this Coupon or give it to any other player.

Once a skill has been Discounted, it can not be used. However, you can regain a skill you previously Discounted via the "I'm Going To Have A Shot At" action.

A player may not have fewer than 2 skills.

Multiple Scenes

If you want a longer game, you can split the game up into "scenes". These scenes could each have their own goal, or one goal could require several scenes to complete.

You can even have multiple adventures in one parking lot! When players move from one scene to another, they keep their current skills and coupons.

Goals

Goal Table 1:

D10-Goal

- 1-Buy some groceries
- 2-Repair a broken car
- 3-Find someone
- 4-Transfer items from one person to another
- 5-Change a tire
- 6-Complete a ritual
- 7-Hide from someone
- 8-Solve a mystery
- 9-Track down a mysterious object

10-Get directions.

Goal Table 2

D10-Goal

1-Buy moving supplies

2-Get lunch

3-Buy cleaning products

4-Find a mailbox

5-Summon an other-worldly being

6-Find fuel

7-Take some photographs

8-Complete an inspection

9-Paint the parking lot

10-Get something to drink

Antagonists

Antagonist Table 1

D10-Antagonist

1-A MegaMart worker

2-A wall or blockade

3-An angry drama troupe

4-A mime

5-A magician

6-A dinosaur

7-An alien

8-A construction site

9-A seemingly sentient shopping cart

10-A meteor shower

Antagonist Table 2

D10-Antagonist

1-An angry bull

2-An escaped zoo animal

3-An extreme weather event

4-Sinkholes5Security guards

6-A ghost

7-A sentient car

8-A monster

9-A giant cat

10-A robot

About The Author

Starshine is a creator of tabletop RPGs and other board games.

If you're keen to learn more or want to see other games, please visit: starshinescribbles.carrd.co/